

Smoke travel
and

RULES

THE GAME CONTAINS

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| 1 Game board | 20 Mission cards A for short game |
| 2 Dice | 20 Mission cards B for long game |
| 6 Counters | 95 Dealer cards |
| 59 Customs cards | 470 Product cards |
| 63 Karma cards | 8 Top cards for product cards |
| 59 Secret cards | 960 Paper money notes in Danish Crowns 'DKK'
Sterling Pounds '£', Euros '€' and Dollars '\$' |



MISSION CARDS must be fulfilled in order to win the game.

You can also play the game without the mission cards, then you have to agree on a certain time to stop and see who has the most money.

If you are 4 or 6 players you can split into teams and have a lot of fun.



SECRET CARDS The action on these cards must be performed immediately, unless it states otherwise. Many of them can be saved and used at another time, but you can lose them again so don't wait too long to use the good cards.



CUSTOM CARDS are to be taken just after you have bought or sold goods, they can also be performed at once. All players are forced to stop in this field before continuing the game.



karma CARDS are to be taken on the fields where you see a *karma* card and must be carried out at once if nothing else is mentioned on the card.



DEALER CARDS Here you have deals in different countries waiting to be closed. You just need to have the money before you go to the country or city, and close the deal. These can only be used in the fields '**BUY PRODUCTS**' inside the countries or cities. It's allowed to 'trade' or 'sell' **DEALER CARDS** between each other.
You can only have a maximum of 8 Dealer Cards at a time.



BUY PRODUCTS Here is where you can use your '**Dealer Cards**' for the different countries or cities. Countries and cities in which you can buy goods are: *Fuengirola, Ketama, Lebanon, Kathmandu, Mazare E Sharif, Bangkok, Bogota, Mexico, Amsterdam*.

All players are forced to stop in this field before continuing the game.



SELL PRODUCTS Here you can sell all your goods. To proceed you'll need the '**Price List**'. Countries and cities in which you can sell goods are: *Fuengirola, Marseilles, Amsterdam, Christiania, Liverpool, Berlin, California*.

All players are forced to stop in this field before continuing the game.



JAIL This field is divided into 2 fields so you can visit the outside of a prison without having to hand over your goods.

In **JAIL** you always lose all of your goods. Money and diamonds are legal in the game so you keep them.

Fines have to be paid right away to the **Penalty Box**. If not, you have to go to **JAIL** right away.

To get out of JAIL you must pay €10.000 or wait 2 turns.



The **Penalty Box** is one of the places where money and goods come from fines. This is a nice field to land on, because when you land on this field, you can take all the goods that are in the **Penalty Box**.



BANK There are 2 fields where you can exchange all your money. There are some countries and cities which have small places where you can exchange what is said on the field. Always remember to have all types of currencies in your wallet.

THE CURRENCY RATES ARE ALWAYS:

$$1\text{ DKK} = \$5.5 = \text{€}7.5 = \text{£}8.5$$



EXAMPLE: If you are on the **EXCHANGE POUNDS** fields, you'll be able to exchange your Pounds to any other currency in the game.

HOW TO MOVE ON THE BOARD

OUTER FIELDS

When a player is moving in the outer fields, they will always use '**2 DICE**'. When you are on **START** and throw a 10, and want to go to Fuengirola, you stop on Fuengirola, even if there are only 6 fields to Fuengirola. You are able to stop in all the countries or cities you want, but you are not able to go in, until your next turn.

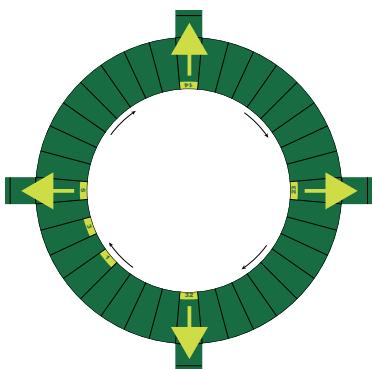
COUNTRIES AND CITIES

To go in, or move inside a country or city, players will only use '**1 DICE**'. You must have a **DEALER CARD** or **Products** to '**SELL**', to be able to go in a city or country, if not, you will have to pass.

While the players are getting closer to the '*exit of the country or city*', all players will stop in the fields for '**SELL PRODUCTS**' or '**BUY PRODUCTS**' and '**CUSTOM CARDS**', and do the required actions.

In Fuengirola and Amsterdam, the only cities where you can '**BUY PRODUCTS**' and '**SELL PRODUCTS**', you'll be able to decide whether to stop or not, in one of those fields or both.

So, at the exit of any country or city, all players are forced to stop on the last 2 or 3 fields.



THE WHEEL OF FORTUNE

In the middle is difficult to get into but it is also a place where you can make a lot of money in a short time.

The players will only use '**1 DICE**' and can only go around there once. For example: if you are on a *karma* field just before the last field and f.ex. throw a 6 you move one space forward and count on but from the **START** field 5 more.

Inside the wheel of fortune, there are 4 spaces from which you can be thrown out, on fields 5, 14, 23 and 32. You have to go down. You can only get up there again if your field tells you to.

ABOUT THE FIELDS

In all fields that offer a sale of products, the player who wants to buy the product will have to buy the complete amount offered by the seller, except on those fields where the seller says he can sell "*Up to*" a specific quantity.

AUCTIONS

Some fields allow all players to bid on a 'Card'.

The money from the auction can be paid to the **bank**, the **Penalty Box** or to the *player who's on the field*. This can all be decided at the start of the game, or while you are playing.

PRICE LIST BOOK

Here you will find all the prices for the products, in order to determine the price of a product by its weight and currency in the different countries or cities in the game.

How to use it : the book is full of tables with prices for products. On The first row of the tables contains the references for the dice, and in the left column are the quantities/weight references.

When a player wants to '*Sell Products*' in a country or city, they will throw **2 DICE** and search for the results in the weight/price tables of products to sell.

The amount of products to sell has to be determined by the player before throwing the dice and asking the book.

If the player is playing in the '*Wheel of Fortune*', and has to use the '*Price List*', he will be free to choose the country he wants to use for the deal.

START THE GAME

Before starting the game, each player receives:

1 MISSION CARD, 3 DEALER CARDS & DKK45.000 + €15.000 + \$10.000 + £5.000



All players place their counter on the **START** field.

You must *buy goods* from one of the *Dealer Cards* you have in your hand and afterwards go down to the countries and cities where you can "*Sell Goods*". Now, you start to make money in order to be able to make big deals. Remember, the game here is a game where sometimes you have to work together to complete a deal. Therefore the game is also about being just a little bit smarter than the other players, in order to see who can accomplish their "*Mission*" first and can call himself backer of the game.

The game is made with as few rules as possible, but remember that sometimes it is a good idea to help your opponents by making extra money yourself, because without money you cannot make any big deals.

These are the rules you must stick to in the game, but it is only your imagination and knowledge that determine the rest of the game.

If there is something you don't understand, go to www.smokeandtravel.com and write to us and we will help you.

A BIT OF HISTORY

There are always people who want to tell stories about the good old days when they made a lot of money by smuggling hash. Those were the good times when there weren't so many problems by riding around in small cars. Yes, it was a sport but now more people smoke and therefore it is necessary to use big lorries and to launch big ships at sea in order to smuggle hash to many countries.

For many years Amsterdam was the place where people enjoyed themselves with a fat spliff and loads of money. Today it is more in the south of Spain where the big plans are made about making a lot of money and smoking "nice" hashies. However, big plans about making loads of money are super when everything goes okay, but there are now a lot of people trying every day to make the big deal and hoping for "the huge deal". It just isn't like that in the real world, without being caught by the police. Today, there are many people who are in prison because they tried to make "the huge deal".

All of us want to remind our players that time in prison is long and boring without money, so you should stick to the "big" deal by playing. Just leave it to the big boys to make all the big deals in real life because they can also afford to be in prison for a long time.

With this new game, you can try to make some of the big deals yourself without ending up in prison. The game has been created by a guy who feels it is really cool to smoke a bit of hash sometimes. But don't be afraid, you can easily play the game even if you don't smoke hash. For those of you who have never heard about *Smoke and travel*, you have now found one of the best board games in the world; nothing even comes close to this game, which is based on buying and selling smoking hash, standard hash, soapbar hash, skunk, pot, ecstasy, coke and diamonds.

These are the products we deal with in this game. Do you dare to play along and try to become the big backer? I will briefly explain to those of you who don't know that there are several types of hash you can smoke. Here, I think about all the good boys in England and good friends who don't know about anything else but soapbar hash. Well, soapbar hash is the worst shit you can smoke. You make it from the remnants of standard hash and it is only smoked in England today, just so you know. In the game, standard hash is what you call the cheap stuff within hash, as it is a product that is sold in all countries. Then there is smoking hash, which is also sold in all countries, but mainly in Denmark and Holland where they are more conscious about what they are smoking.

Some good advice is to always ask your local pusher if he has any smoking hash! - also you in the small streets of Liverpool, and my good friends in Marseilles.

There are 3 kinds of hash. In addition to pot, (which is the plant from which hash comes), we also have to include skunk which is also a kind of a hash plant, but it is made by a chemist, it is a strong synthetic product and is a very dangerous shit to smoke, so don't buy any more of it from your local dealer. "Take care of yourself and your family"!!

Some of the hard drugs are included in the game as they are part of everyday life to many people, such as ecstasy and cocaine.

These aren't things I like and I can honestly say that I really hate these things. I can only advise people to keep their fingers far away from that shit, but in the game you can deal with all these things without ending up in prison.

It all started one day when I had a few hours to spare, I just had to make a board game. A game where you come close to the life of everything you aren't allowed to do, but really want to know about.

Therefore I have read as much as possible about the subject and have also heard and seen a bit in life and have come up with a fantastic board game. Well, you're supposed to say that when you have created something fantastic, otherwise you can't sell it and that is also important, that I can become the big backer, but not only in the game. Yes, I have created this game to earn a shitload of money from all you people who walk around and think about making some big deals in life and all of you who don't dare to think about it but just have to try it in a game. That is why *Smoke and travel* is a fantastic board game. It provides you with the best experience of what happens in the real hash world with some good fat joints, and I become rich. I thank you in advance for buying my game.

